USER'S MANUAL

DCS
DIGITAL
CARD
SYSTEM

T.M.

Wheel'em

Models: C2, C2P, C21A, C2R

DigiDeal
CORPORATION

Safety Instructions

1. Read these instructions prior to operation.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a damp cloth.
7. Do not block any of the ventilation openings. Only install in accordance with the manufacturer's instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the grounding-type plug, which has two blades with one wider than the other, and a grounding type-prong. The third prong is provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched, particularly at plugs, convenience receptacles and the point where exiting the apparatus.
11. A surge suppressor may be needed to clean up the power for the DCS system. Failure to provide reasonably clean power to the system will void any warranty from the factory.
12. Only use attachments or accessories specified by the manufacturer.
13. Use only with table specified by manufacturer or sold with apparatus.
14. Unplug this apparatus during lightning storms or when unused for long periods of time.
15. Refer all servicing to qualified personnel. Servicing is required when the apparatus has been damaged in any way, such as: damage to cord or plug, spilled liquid or fallen objects into apparatus, exposure to rain or moisture, does not operate normally or has been dropped.

⚠ **Read all instructions prior to operation.** ⚠

⚠ **CAUTION**
**RISK OF ELECTRIC SHOCK
DO NOT OPEN** ⚡
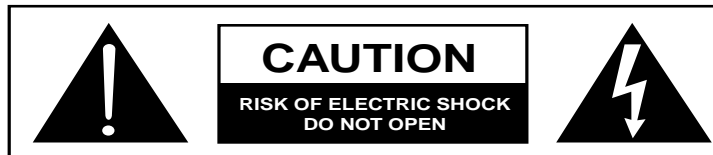
To reduce risk of electric shock do not perform any servicing other than that contained in the operating instructions unless qualified to do so.

ATTENTION!

The electronic boards in this product contain electrostatic devices that are susceptible to electrostatic charges which may effect the performance of the product if not handled correctly. When servicing the product, when the electronic boards are removed from the various assemblies for repair or upgrades, ensure the service personnel use ESD compliant wrist or heel straps which are adequately grounded.

Failure to comply with standard ESD procedures, which causes damage to the electronic assemblies, may void the product warranty.

C Contents

I

Introduction

Advanced digital technology and state-of-the-art electronics have come together to create innovative table games. These casino games are played traditionally but utilize digital cards delivered by the DCS™ Digital Card System.

HOW TO USE THIS MANUAL

See the Service Manual to set up the DCS system for first-time use. This User's Manual contains the following information:

Section 1 covers the basic operational features.

Section 2 details playing a round.

Section 3 explains the use of Game Options and provides instructions on how to view features.

Section 4 describes rules of the system and how to access major features.

Section 5 details how to edit rules.

Section 6 details instructions in the event of a power recovery.

Appendix A lists status and error messages.

WARNINGS, NOTES AND TIPS

Warnings describe procedures that are to be followed for your system to operate properly.

Notes contain important information about procedures.

Tips contain helpful hints for ease of operation.

OBJECT OF THE GAME

Wheel'em is a 5-card, face-up stud poker game. The hand with the best low hand wins! Qualifying hands have a high card of 9 or less, with the best possible hand being a "Wheel": A, 2, 3, 4, and 5. If no qualifying hand, the lowest hand wins a portin of the pot, with the remainder rolling over to the next round.

T **Tabletop Diagram**

Game Options
Key-lock

Dealer
Buttons

Center
"Pot"

Dealer
Position

Bet Sensors
located above each
player position
inside the circles

Note:
Version CxR
artwork differs in
that there is no
Ante circle.

1

2

3

4

5

6

MAIN BET

ROLLOVER POT
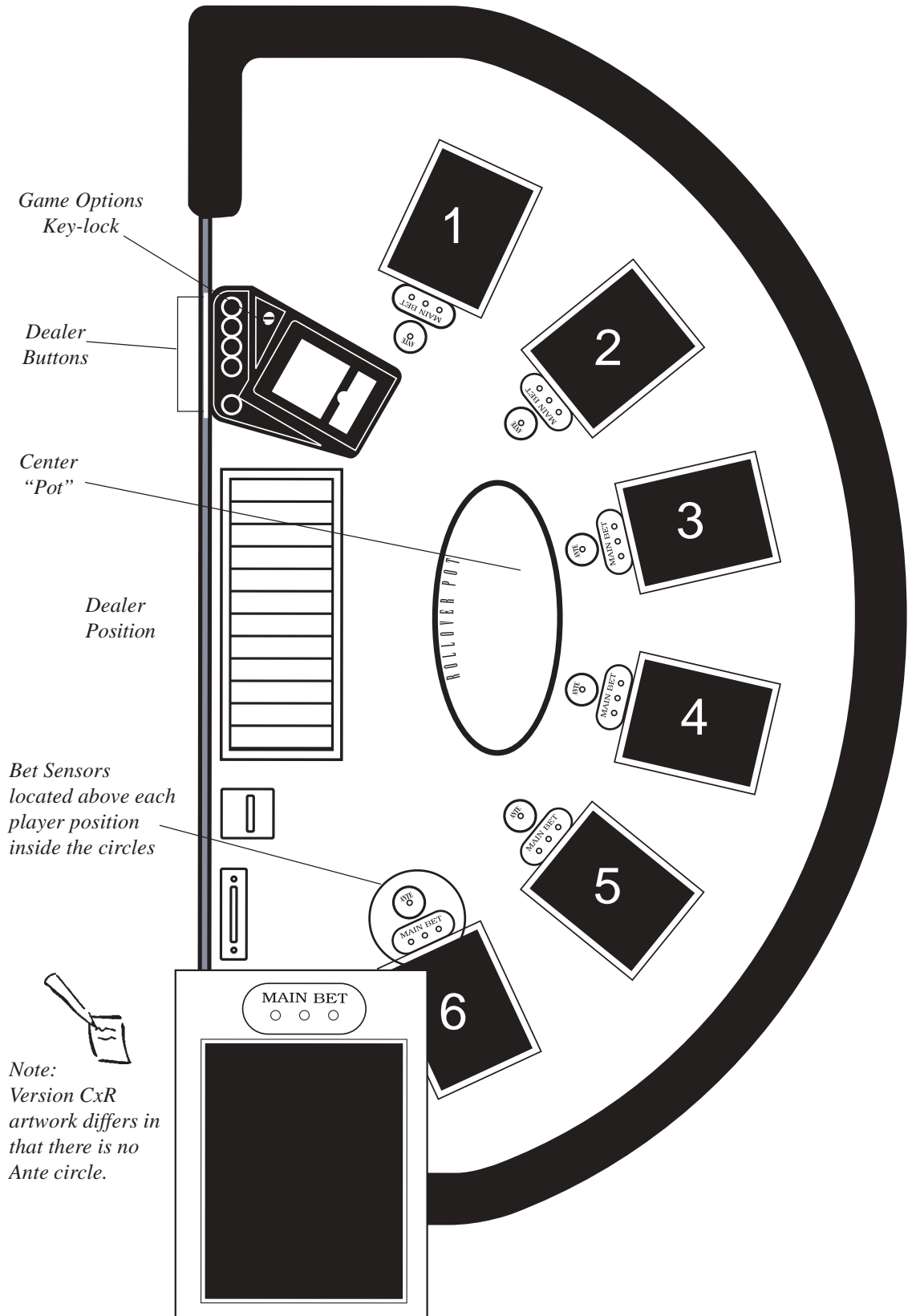
Basic Operation

Warning:
Both doors must be
closed to operate
the game.

Powering up the Game

All power is controlled by the power switch located to the right of the power cord and voltage selector switch.

1) Press the power switch to the ON (-) position.
2) Notice several messages displayed on the status line at the bottom of player 6 display (see Appendix A, page 21).
3) Press DEAL to proceed with initialization in response to question on the status line.
4) Review for any power up exceptions appearing on the status line of player 6 display.
5) Confirm that the Main door and the Rules door are closed.
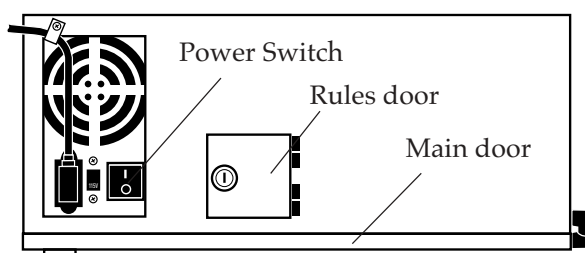
Power Reset Indication

Whenever power is interrupted, the text message "Power Reset" will be displayed on the status line of player 6 screen.

- The message remains visible through a complete round when power is interrupted between rounds.
- The message remains visible through the remainder of an interrupted round AND through a completed round if power is interrupted during a round.

Shuffling

Wheel'em uses a 54-card deck and shuffles after each round.

Dealer Buttons

The dealer controls the game with five buttons located on the shoe.

- SPEED DOWN
- SPEED UP
- VOLUME DOWN
- VOLUME UP
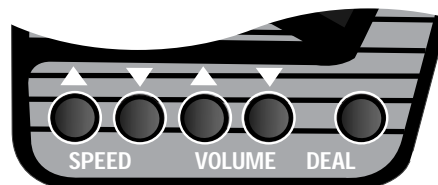
- DEAL   Delivers cards to all active players. It is also a key button for other game functions.

Back Up

Different backups are allowed:

- First bet Cycle:
  If any player position does not have a bet or ante (if applicable) placed when the Dealer presses DEAL, the system will backup to the beginning of the bet cycle to allow for placement of bets or antes.
- Subsequent Bet Cycles:
  Prior to picking up any chip, a backup to the beginning of the bet cycle is allowed:

  1) Insert key in the key lock and turn left to OPTIONS.
  2) Observe "Wheel'em - Main Menu" on dealer's display.
  3) Press SPEED UP to backup.

2

Playing A Round

PLACING BETS

Wheel'em comes in several models. Please review the following section to determine how to correctly place bets for your game. Trips requires two or more players to begin the game.

Model C*x* and C*x*P

An ante is required at the time of placing the first bet to play the game and to receive the first two cards. Antes must also be placed at the beginning of each round to be eligible for the rollover pot. Subsequent cards will require an additional bet for each card.

Ante   Main Bet

Model C*x*1A

One ante is placed at the beginning of each game, at the time of placing the first bet for the first two cards. Subsequent bets are placed to receive additional cards. A game is not concluded until a player has won the rollover pot, regardless of the number of rounds utilized.

Main Bet

Model C*x*R

Bets are placed at the beginning of the round to receive the first two cards. To receive additional cards requires additional bets. At the end of the round, a "Rake" (percentage of the pot or a flat fee, whichever is less), will be removed from the pot for the house profit.

STARTING A NEW ROUND (Cx,CxP, & Cx1A)

All bets must be placed inside the marked betting areas for the sensors to work properly.

1) Place Ante in the Ante circle.
2) Place first bet in the Main bet area.
3) Press DEAL to lock in the round.
   If any position is missing the ante or bet, the system will give an audio alert and automatically backup to the beginning of the cycle to allow further antes or bets.
4) Press DEAL a second time to start the round.

STARTING A NEW ROUND (CxR)

All bets must be placed inside the marked betting areas for the sensors to work properly.

1) Place first bet in the Main bet area.
2) Press DEAL to lock in the round.
3) If any position was missed for placing a bet, the system will allow a backup to the beginning of the cycle if no bets have been removed from the sensors.
4) Press DEAL a second time to start the round.

DEALING A ROUND

Antes are removed (if applicable) and bets are moved to the center "pot."

1) Deal the first two cards to each active player.
2) Invite players to place their second bet or fold. Any player folding is still eligible to play the next hand, if the pot rolls over.
3) Press DEAL and move bets to the center pot.

4) Deal the third card. If the cards qualify as a low hand, a message will display on that player's screen. Again, players may bet or fold. If all but one player folds and the remaining player has a winning hand, he/she wins the pot!
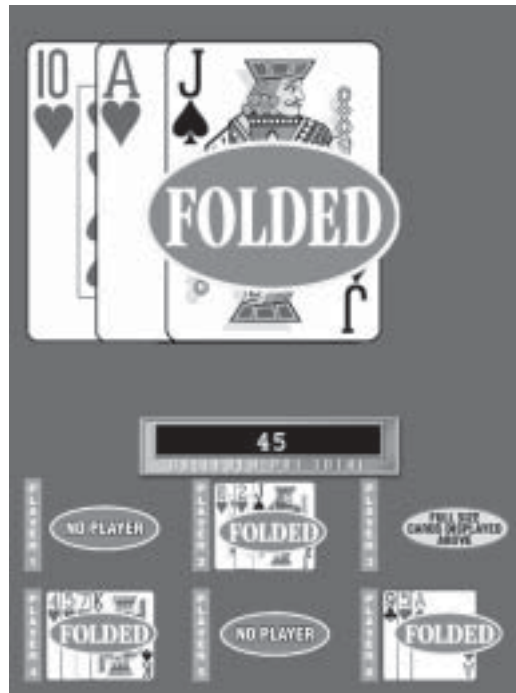
5) Press DEAL and move bets to the center pot.
6) Deal the fourth card. Players may bet or fold as in step 3.
7) Press DEAL and move bets to the center pot.
8) Deal the fifth and final card. Player(s) with the lowest hand wins! If no qualifying hand (high card of 9 or less), the low hand will win a percentage of the pot. This continues each round until the entire pot is won.

Game Status

During the game, each player display will show the status of each player position, whether active or inactive, plus the current pot total.
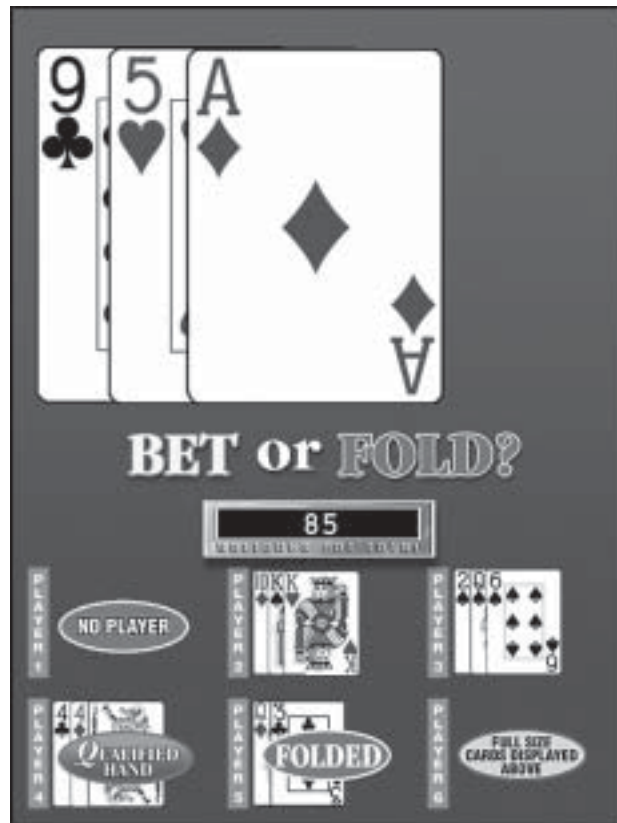
Outcomes

Colorful graphics and messages will appear at the end of the round, indicating the outcome of each active player's hand.

3

Game Options

Accessing Game Options

"Game Options" may be accessed between rounds to edit game settings or to display game information.

1) Insert key in the key lock and turn left to OPTIONS.

2) Observe "Wheel'em - Main Menu" on player 6 display.

Turn key left for "OPTIONS"
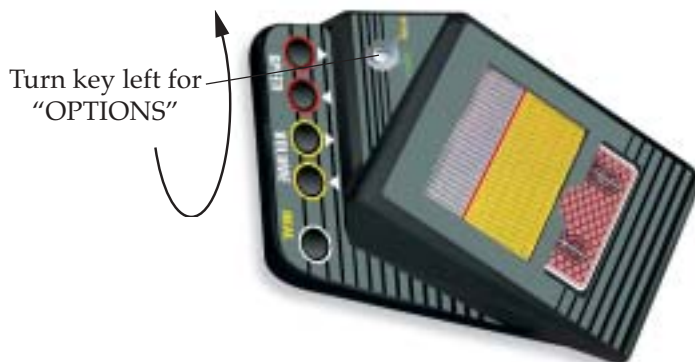
3) Choose from

• Back Up	Speed Up
• View Rules	Speed Down
• Player History	Volume Up
• Game Meters	Volume Down

4) Press DEAL to exit menu.


```
WHEEL'EM - MAIN MENU
GAME VERSION:  XX-XXX



BACKUP        (SPEED UP KEY)
VIEW RULES    (SPEED DN KEY)
HISTORY       (VOLUME UP KEY)
METERS        (VOLUME DN KEY)




RETURN TO GAME NOW (DEAL KEY)
```

Note:
Backup is only available during a round of play.
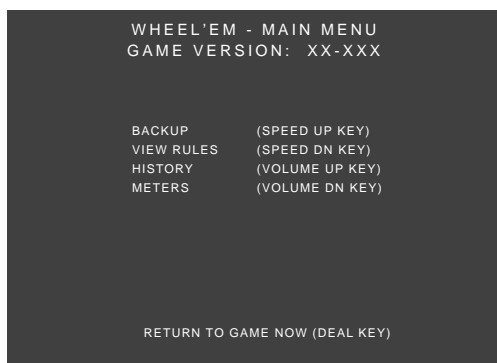
View Rules

Current setting of rules.

1) Insert key in key lock and turn left to OPTIONS.

2) Press SPEED DOWN for "View Rules."

3) Press DEAL to exit menu.


```
WHEEL'EM - RULES SETTINGS
GAME VERSION:  XXX


(1)  5TH CARD DEAL: ..........................AUTOMATIC
(2)  HI HAND PAY %.............................20%







RETURN TO GAME NOW (DEAL KEY)
```

Note:
The house rules cannot be altered or affected in any manner from this screen.

History Records
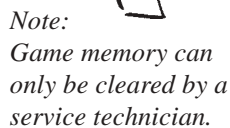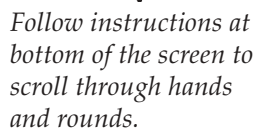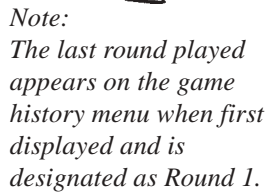
The last ten rounds of game history are stored in game memory.

1) Insert key in key lock and turn left to OPTIONS.
2) Press VOLUME UP for "Player History."
3) Press VOLUME DOWN to view next round.
4) Press VOLUME UP to view previous round.
5) Press DEAL to exit menu.

Note:
The last round played appears on the game history menu when first displayed and is designated as Round 1.

Tip

Follow instructions at bottom of the screen to scroll through hands and rounds.

```
                  PLAYER  GAME  HISTORY

      WHEEL'EM HANDS              LOW HANDS
         Winning/Tie:  0            Winning/Tie:  4
             Losing:  0                 Losing:  2
           Units Won:  0              Units Won:  6

                     HANDS PLAYED:  4
                     ANTES PLACED:  2
                     UNITS IN POT:  6

                     ACTIVE:
   PLAYER: 1
   PLAYER: 2          CYCLE  1:  10H 4C
   PLAYER: 3          CYCLE  2:  4H
   PLAYER: 4          CYCLE  3:  6C
   PLAYER: 5          CYCLE  4:  8D
   PLAYER: 6
                     OUTCOME:
                     PAY HAND: HIGH HAND WINNER

                     C-CLUB  D-DIAMOND  H-HEART  S-SPADE

  DATE: Wed Oct 08 08:49:55 2003   Previous Player: SPEED DN   Previous Round: VOL DN
                                   Next Player: SPEED UP       Next Round: VOL UP
                                                               Round: 1
                                                               Main Menu: DEAL
```

Meters

Statistical data of previously played hands is maintained continuously until game memory is cleared.

1) Insert key in key lock and turn left to OPTIONS.
2) Press VOLUME DOWN for "Game Meters."
3) Press SPEED UP to view Main Meters.
4) Press SPEED DOWN to view Periodic Meters.
5) Press DEAL to exit menu.

Note:
Game memory can only be cleared by a service technician.

```
                    GAME  METERS
          PLEASE  PRESS  A  KEY  TO  SELECT

       MAIN METERS              (SPEED UP KEY)
       PERIODIC METERS          SPEED DN KEY)

              RETURN TO GAME NOW (DEAL KEY)
```

Main Meters

Complete game history of all rounds played.

1) Press SPEED UP to view.
2) Press DEAL to exit menu.

```
                     PERIODIC METERS PAGE 1
                       GAME VERSION: 001

                         ***GAME LOG***
Pots Won:...............................................................................4466
     Suited Wheel.................................................................0
     Split Pot Game
        2 Players...................................................................0
        3 Players...................................................................0
        4 Players...................................................................0
Rounds Played.......................................................................18323
Hands Played.........................................................................109765
Bets Placed...........................................................................353478

              *****FINANCIAL SETTING LOG (UNITS)*****
Ante.......................................................................................0.25
Fixed Bet................................................................................1
Lo Hand Pot Percent.............................................................20

                 *****MONEY LOG (UNITS)*****
Antes Collected...........................................................    27441.25
Pots Won...................................................................   215321.00
     Average Pot (Whole Units)....................................        49.00
     Largest Pot...........................................................        97.00
Lo Hands Won..............................................................   138113.00
Current Pot................................................................         0.00


                 GOTO PAGE 2  (VOLUME DN KEY)
              RETURN TO GAME METERS MENU  (DEAL KEY)
```

Periodic Meters

Complete game history since the last time the periodic meters were cleared.

1) Press SPEED DOWN to view.
2) Press SPEED UP to clear this meter.
3) Press VOLUME DOWN to view second page.
4) Press DEAL to exit menu.

```
                    PERIODIC METERS PAGE 1
                    GAME VERSION: 001


                        ***GAME LOG***
Pots Won:.............................................................................4466
     Suited Wheel.....................................................................0
  Split Pot Game
        2 Players.....................................................................0
        3 Players.....................................................................0
        4 Players.....................................................................0
Rounds Played.........................................................................18323
Hands Played..........................................................................109765
Bets Placed...........................................................................353478

             *****FINANCIAL SETTING LOG (UNITS)*****
Ante..................................................................................0.25
Fixed Bet.............................................................................1
Lo Hand Pot Percent...................................................................20

                  *****MONEY LOG (UNITS)*****
Antes Collected...............................................................  27441.25
Pots Won......................................................................  215321.00
     Average Pot (Whole Units)................................................      49.00
     Largest Pot...............................................................      97.00
Lo Hands Won..................................................................  138113.00
Current Pot...................................................................       0.00


             CLEAR THIS METER, BOTH PAGES  (SPEED UP)
                   GOTO PAGE 2  (VOLUME DN KEY)
              RETURN TO GAME METERS MENU  (DEAL KEY)
```

4

*Warning:
The Rules door must
be opened with a key
and a PC-compatible
keyboard with a PS-2
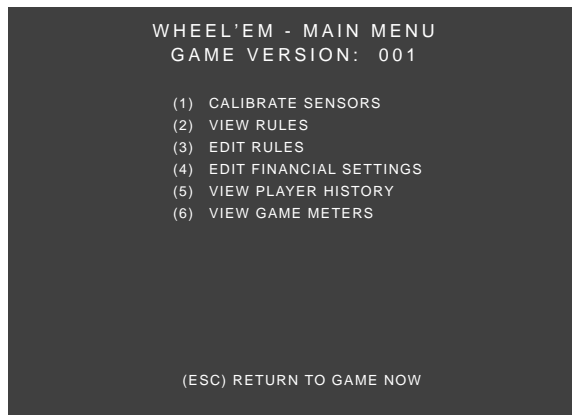connector used.*

Rules Editor

ACCESSING THE RULES EDITOR

The Rules Editor may be accessed during power up of the
Wheel'em unit or at the beginning of each round, prior to
any cards being dealt.

1) Insert key into Rules door key lock and turn.
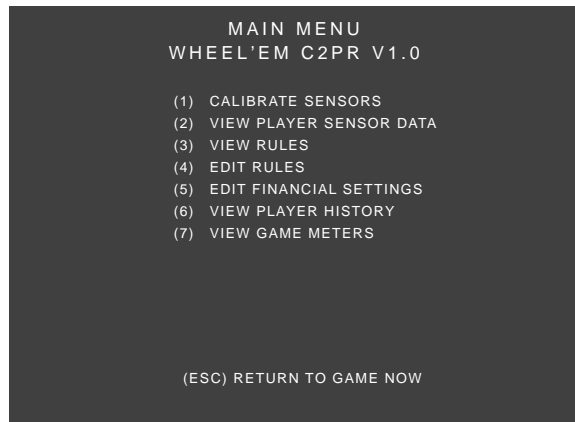2) Open Rules door and connect keyboard.

PS-2
Connection

Keyboard
Door OPEN
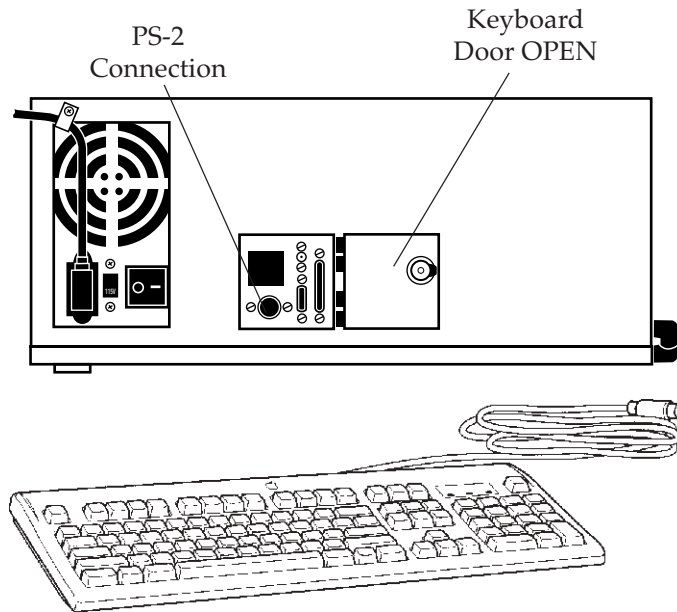
3) Observe the "Rules Editor - Main Menu" on player 6 display.

4) Choose from the following submenus:

- 1 Calibrate Sensors
- 2 View Rules
- 3 Edit Rules
- 4 Edit Financial Settings
- 5 View Player History
- 6 View Game Meters

5) Press ESC (Escape) to exit menu.

```
WHEEL'EM - MAIN MENU
GAME VERSION:  001

(1)  CALIBRATE SENSORS
(2)  VIEW RULES
(3)  EDIT RULES
(4)  EDIT FINANCIAL SETTINGS
(5)  VIEW PLAYER HISTORY
(6)  VIEW GAME METERS




(ESC) RETURN TO GAME NOW
```

```
                    MAIN MENU
            WHEEL'EM C2PR V1.0

        (1)  CALIBRATE SENSORS
        (2)  VIEW PLAYER SENSOR DATA
        (3)  VIEW RULES
        (4)  EDIT RULES
        (5)  EDIT FINANCIAL SETTINGS
        (6)  VIEW PLAYER HISTORY
        (7)  VIEW GAME METERS




        (ESC) RETURN TO GAME NOW
```

Calibrate Sensors

Game initialization requires sensors to be calibrated to existing light level in order to operate properly. Calibration should occur with the casino's lightest colored playing chips to insure optimum calibration. Please see the Service Manual for detailed instructions.

View Rules

See Section 3, page 12 for details.

Edit Rules

See Section 5, page 18 for details.

Edit Financial Settings

See Section 5, page 19 for details.

View Player History

View a complete game history of the last ten rounds played. See Section 3, page 13.

View Game Meters

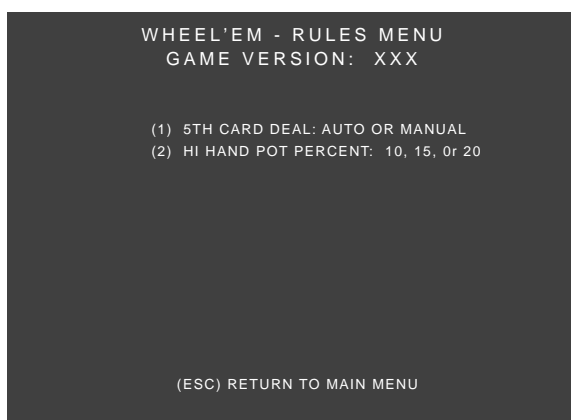See Section 3, pages 13-15 for details.

5

Edit Settings

When the unit is initialized for the first time, default rules govern the rules of play. Rules can be customized according to casino requirements. Customized rules are stored in game memory and become the house rules upon exit.

EDIT RULES

1) Open the Rules door and connect keyboard.
2) Observe "Wheel'em - Main Menu" on the player 6 display.
3) Press corresponding number to edit rules.
4) Type the rule choice number and press ENTER to edit.
5) Enter the desired rule change.
6) Press ENTER to advance to the next rules page.
7) Press ESC to exit menu.
8) Disconnect keyboard and wait for message "WARNING! RULES DOOR OPEN" before closing the rules door.

DEFINITIONS OF HOUSE RULES

```
            WHEEL'EM - RULES MENU
            GAME VERSION:  XXX


       (1)  5TH CARD DEAL: AUTO OR MANUAL
       (2)  HI HAND POT PERCENT:  10, 15, 0r 20













            (ESC) RETURN TO MAIN MENU
```

5th Card Deal

Determine how the 5th, and final, card is dealt.
- Manual   Dealer must press DEAL to deal the last card to each active player; dealer can "call" hands.
- Automatic The last card will be dealt automatically once the bets are removed.
- Default: Automatic

Lo Hand percent

Choose the percentage of partial pats for non-qualifying low hand payout each round.
- 10%
- 15%
- 20%

EDIT FINANCIAL SETTINGS

1) Open the Rules door and connect keyboard.
2) Observe "Wheel'em - Main Menu" on the player 6 display.
3) Press corresponding number to edit financial settings.
4) Type the rule choice number and press ENTER to edit.
5) Enter the desired rule change.
6) Press BACKSPACE to delete current setting.
7) Press ENTER to advance to the next rules page.
8) Press ESC to exit menu.
9) Disconnect keyboard and wait for message "WARNING! RULES DOOR OPEN" before closing the rules door.

Note:
Changing multipliers will zero out the periodic bet meter.

Menus may vary between model numbers. See examples at right.

```
            BET AND ANTE VALUES
          TO MODIFY, SELECT A KEY


        (1)  Units Per Bet:   1
        (2)  Units Per Ante:  .25




Note:  Changing multiplier
 (ENTER)  SAVE CHANGE
 (ESC) CANCEL CHANGE
```

```
            EDIT FINANCIAL SETTINGS
              WHEEL'EM C2PR V1.0


        (1)  Units Per Bet:         1
        (2)  Rake Percent:          10
        (3)  Rake Maximum Units:    5




      (ENTER)  SAVE CHANGES - RETURN TO MAIN MENU
      (ESC) CANCEL CHANGES - RETURN TO MAIN MENU
```

```
            CHANGE UNITS PER ANTE
  TO MODIFY, TYPE IN NEW VALUE, PARTIAL UNITS ALLOWED


        Current Value:  .25
        New Setting:    1.00



   (ENTER)  SAVE CHANGE
   (ESC) CANCEL CHANGE
```

```
            CHANGE UNITS PER RAKE
  TO MODIFY, TYPE IN NEW VALUE, PARTIAL UNITS ALLOWED


          Current Value:  1
          New Setting:    5




      (ENTER)  SAVE CHANGES - RETURN TO PREVIOUS MENU
      (ESC) CANCEL CHANGES - RETURN TO PREVIOUS MENU
```

```
          CHANGE FIXED UNITS PER BET
          TO MODIFY, TYPE IN NEW VALUE


        Current Value:  1
        New Setting:    5




      (ENTER)  SAVE CHANGES - RETURN TO PREVIOUS MENU
      (ESC) CANCEL CHANGES - RETURN TO PREVIOUS MENU
```

6

Note:
When power is restored, the game will automatically restart.

Recovery from Power Failure

After a new round has begun and up to the last card played in that round, all details of the game are stored in game memory. A power failure will cause a reboot of the unit and the game will be stored to the point where power failure interrupted play. Nothing will be lost and the game may be resumed with all data intact. When the game powers up, it will recover from the power failure and preserve the rules set by the casino.

Power Reset

1) Observe the game initialization sequence which appears on the player 6 display.
2) Observe the messages which appear during initialization on the status line at the bottom of the dealer's display. (See Appendix A, page 22, for a list of messages).
3) Observe the last messages that appear on the status line, ending with "Initialization Complete."
4) Observe that the game advances through the round to the point of power interruption.
5) Resume play.

A

Appendix

Status Messages

Initialization Messages

- Preparing game imaging system
- Loading game image nnn of nnn
- Dealer display initialized
- Player x display initialized
- Finished initialization of image system
- Loading opti931 drivers ...
- Loading sounds ...
- Finished preparing sound system
- Initialize comm. port 1
- Initialize comm. port 2
- Reading game data ... please wait
- Please press DEAL key to proceed with initialization ...
- Loading sensor calibration data
- Power reset [string indicating the jurisdiction, software label, software version]
- Initialization complete.

Game Messages:

- "Warning! Rules Door Open"
- "Warning! Main Door Open"

Note:
Game play will not resume if any doors are open.

Fatal Error Indicators

A class of fatal errors exist that will force the unit to exit the game and attempt to reboot. Such errors will likely be linked to hardware malfunctions, such as faulty memory or a bad game memory battery. When the fatal error occurs, a message will briefly appear on the dealer display and the computer will attempt to reboot itself. If the machine cannot recover from the error, it will make repeated attempts to reboot. If the unit is unable to reboot, a service technician should check the unit.